WARHAMMER 40,000

# FIRE WARRIOR™

MATURE 17+

CONTENT RATED BY ESRB

Instruction Manual

THQ

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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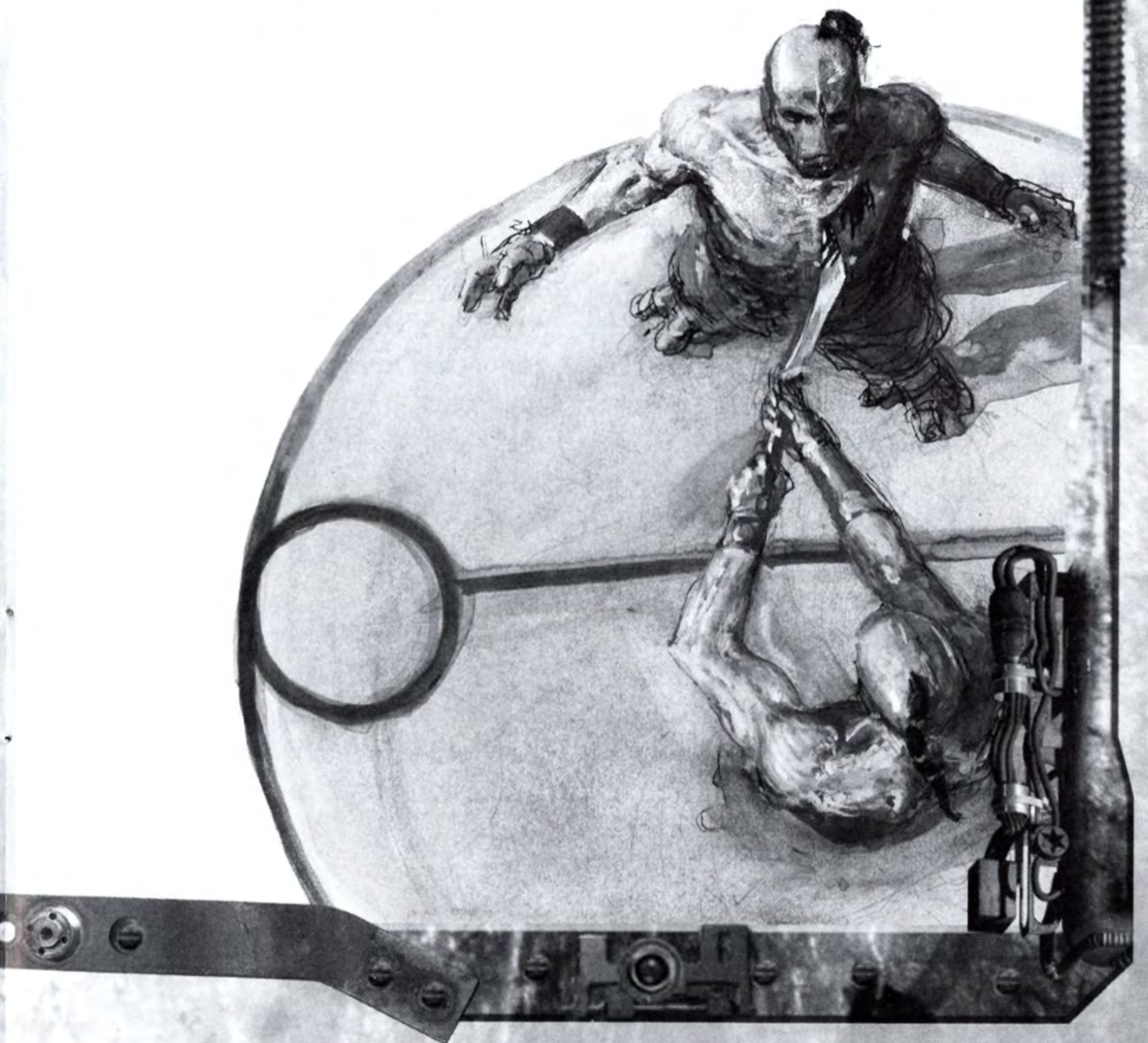
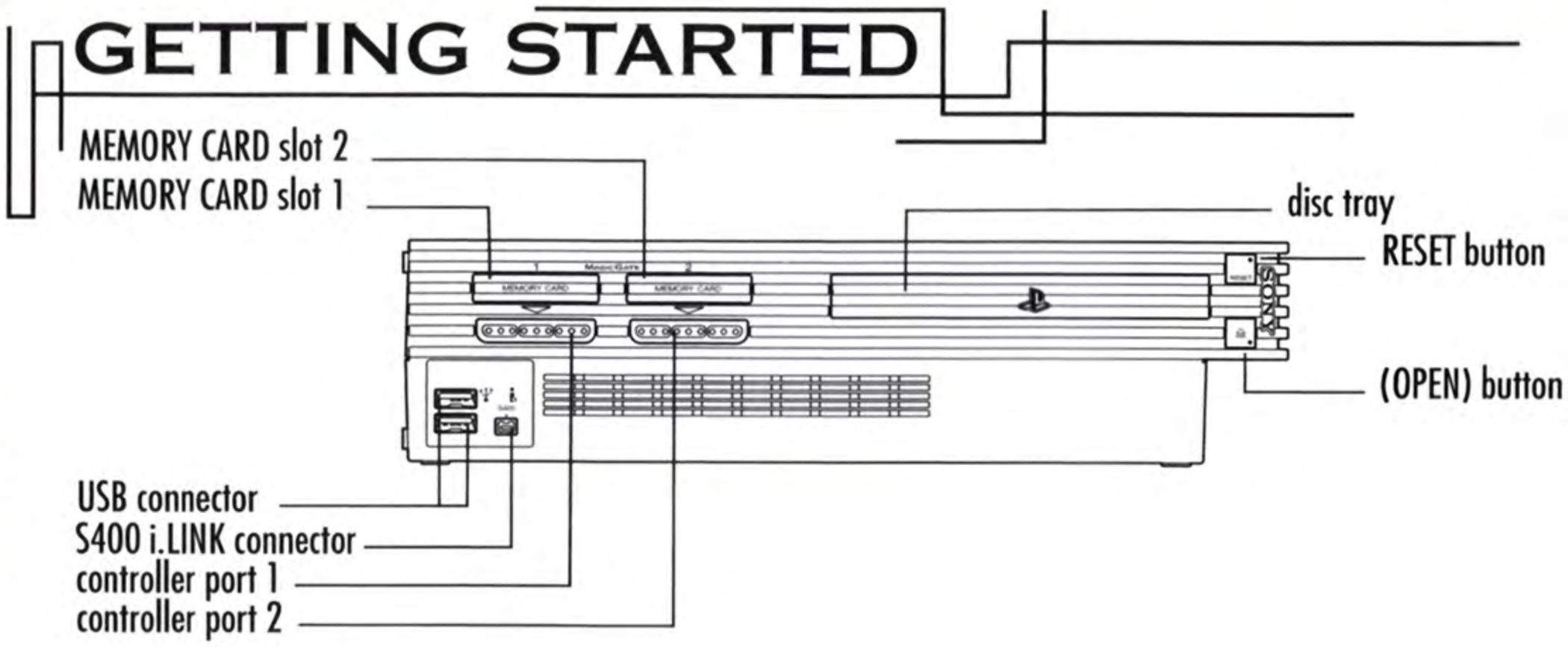


# GETTING STARTED




Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Warhammer® 40,000: Fire Warrior™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## Analog Controller

*Warhammer 40,000: Fire Warrior* requires a DUALSHOCK®2 analog controller set in analog mode (indicator: red). For single-player, the controller should be connected to controller port 1, for two-player insert the additional controller in controller port 2. When vibration is set to ON, the controller may vibrate if you are hit or when you fire a weapon. You can turn vibration ON or OFF in the settings menu.

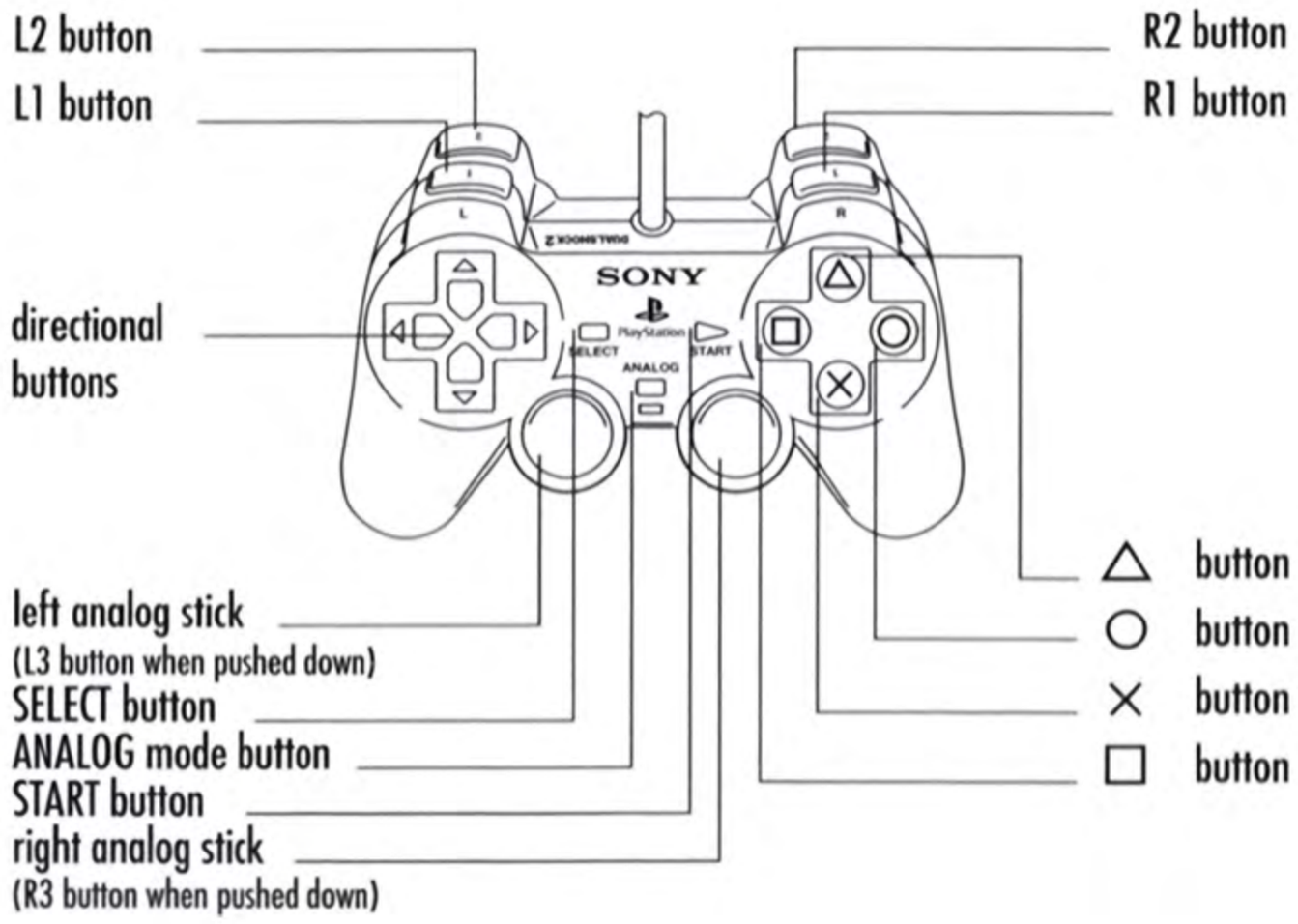
## Memory Cards

To save game settings and progress, insert a Memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation 2. You can load saved game data from the same card, or any memory card (8MB) containing previously saved *Warhammer 40,000: Fire Warrior* games. For more information, see SAVING AND LOADING on page 23.

# CONTROLS

←/→ Directional buttons/Left analog stick — Highlight Menu Item
⊗ button — Select/Choose Highlighted Item
△ button — Cancel/Return to Previous Menu

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS




| BUTTON | ACTION |
|---|---|
| Directional button ← | Equip Sword |
| Left analog stick | Move Forward or Back, Strafe Left or Right |
| Right analog stick | Turn Left/Right, Look Up/Down |
| ⊗ button | Action (Scope Mode: Zoom Out) |
| ○ button | Reload |
| △ button | Throw Grenade (Scope Mode: Zoom In) |
| □ button | Swap Weapons/Sheath Sword |
| □ button (hold) | Pick Up Weapon |
| L1 button | Jump |
| L2 button | Crouch |
| L3 button | Center View |
| R1 button | Primary Fire |
| R2 button | Secondary Fire |
| START button | Pause Game |
| SELECT button | Switch Infrared Vision On/Off |

***Please Note:*** *Other configurations are available in the OPTIONS screen.*

# The Tau

The alien race known as the Tau inhabit an area of space near the eastern fringe of the galaxy and are a young, dynamic race, with highly advanced weaponry and technology. Though less than two thousand years old, their fledgling empire is rapidly expanding into space and encountering all the elder races of the galaxy. In galactic terms their empire is small, based around a densely packed globular cluster of stars, which enables the Tau to travel between them without many of the dangers normally associated with warp travel. The Tau Empire also encompasses several alien races who have been subsumed into the empire voluntarily or whose services are bought through trade agreements.

Tau civilization is based around a rigid system of castes, each relating to the four elements of nature—fire, water, air and earth—which dictate a Tau's particular role within their society, be it warrior, bureaucrat, pilot or worker. Their rulers form a mysterious fifth caste, translated as the Ethereal, who bind the other castes together. The Tau Empire is ruled by the concept that it is only right and noble for the individual to set their own desires aside to work together for the greater good of the empire.

But now a violent incident in the outer colonies threatens to cast Tau against Humans again. The great leader Ko'vash—one of the Ethereal caste—has been abducted by Imperial Warriors.

Armed with a pulse rifle, intelligent armor, and a burning desire for justice, you prepare to drop into one of the Human colony worlds on an extraction mission.

Your comrades sound their battle cry: "For the greater good!"

Fire and fortune go with you.

# YOUR TRIAL BY FIRE

You are Kais, a warrior of the Fire caste. Trained for combat and stealth infiltration, you are now ready to prove your worth in your first vital mission.

Our latest intel reveals a possible location, and so Fire teams are being dropped to attempt a rescue mission. As this is your first real combat, this shall act as your Trial by Fire. Should you survive your Trial you will be promoted.

Tau Ranking
**Shas'la**—Line trooper
**Shas'ui**—Qualified to use full battlesuit
**Shas'el**—Commander

You must fight well and for the greater good. We have to rescue the Ethereal before it is too late.

Good luck Fire Warrior.

# MAIN MENU

The Main Menu options are:

**Single Player**—Start a new game or continue a saved game already in progress. For more information go to page 9.

**Multiplayer**—You can access multiplayer and online games here. For more information see page 15.

**Options**—Customize the game with the following options:

**Audio**—Raise and lower the game volume level. Also choose sound modes (mono, stereo, flipped stereo or surround).

**Video**—Adjust various video options such as turning widescreen on to take advantage of a 16x9 aspect ratio set, centering game screen and calibrating colors.

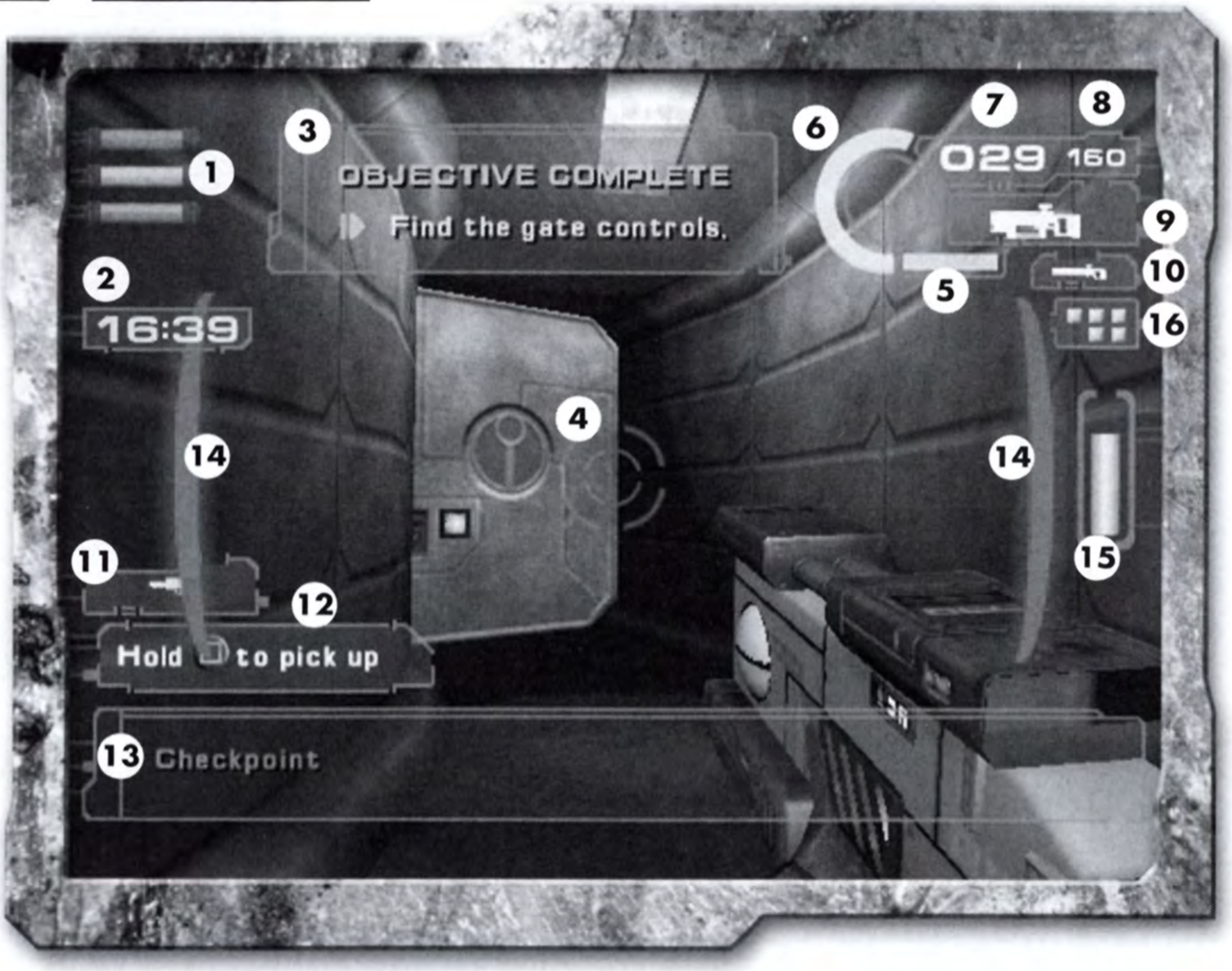
**Controls**—There are various control configurations to choose from. Pick the one that best suits your thumbs. You can also toggle Y axis invert, vibration and auto aim on/off.

**Change Profile**—This allows four different players to save their progress. Each profile stores its own option settings and game progression, allowing four different players to use a single save.

**Confirm**—Save settings and returns you to the Main Menu.

**Extra**—Unlock special items in the game for many extras and bonuses.

# THE HUD




1. Keys Collected
2. Countdown
3. Objectives
4. Aim Point
5. Health Bar
6. Shield
7. Ammo in Weapon
8. Ammo in Reserve
9. Primary Weapon
10. Secondary Weapon
11. Weapon on Ground
12. Weapon Pick-up
13. Message Bar
14. Damage Indicators
15. Infrared Vision Battery
16. Grenades

The HUD (heads-up display) is an essential tool for your survival of this Trial by Fire and must be monitored at all times! It provides invaluable and vital information detailed below:

The **Keys Collected** shows which keys you have picked up during that particular level. Keys are required to access some areas.

The **Countdown** shows the time remaining and is displayed when necessary.

The **Objectives** will tell you when you have new objectives or when your current objectives have been completed.

The **Aim Point** is at the center of the screen. When you pass this over a target, your aim will lock on the center of the target and the aim point will change appearance.

The **Health Bar** displays remaining health.

The **Shield** displays remaining armor shield.

The **Ammo in Weapon** display shows the ammunition remaining in the magazine of your currently selected weapon.

The **Ammo in Reserve** shows the total ammunition remaining for the currently selected weapon.

The **Primary Weapon** shows your selected weapon.

The **Secondary Weapon** shows the weapon you are carrying in your other hand.

The **Weapon on Ground** appears if you are standing over a weapon.

The **Weapon Pick-up** tells you how to pick up that weapon.

The **Message Bar** will show you radio messages and other information.

The **Damage Indicators** will light up if you take hits. They will show the quadrant from which the shot came.

The **Infrared Vision Battery** indicates the amount of time this vision mode will last. Once depleted, it will recharge itself.

The **Grenades** display shows the number of grenades remaining.

# SINGLE PLAYER

Your first choice when embarking upon the single player game is to select the level of difficulty at which you wish to play. You are allowed to have three games running at once—one for each of the three difficulty levels: Easy, Normal and Hard.

> ***Please Note:*** *The Hard difficulty level can only be played if the game is beaten in Normal difficulty.*

First you must choose at which difficulty level you wish to play. The screen will show you the level reached on each difficulty setting.

You will then need to choose between:

**New Game**—Start an entirely new game at this difficulty level.

**Continue Game**—Continue the game you were previously playing at this difficulty level.

**Level Select**—Play a level which you have already completed at this difficulty level.

Once the game has been selected, it will load and you will be able to commence play.

## Training

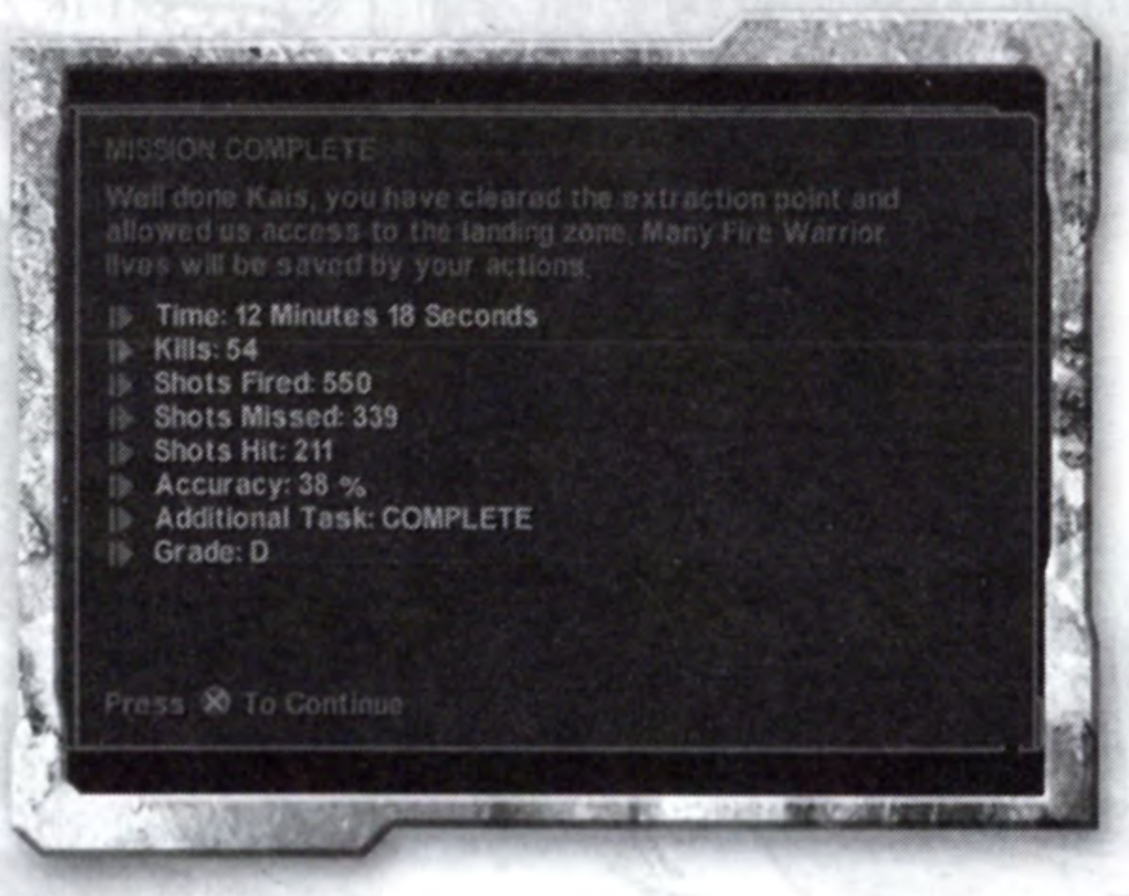
If you choose New Game, you will be given the option to select Training. This will give you access to a tutorial level that will then lead into the first level of the game.

## Mission Overview

At the beginning of each level, you'll get a mission briefing and a list of your initial objectives. Objectives may be added during a mission, so watch your HUD for notification. Press the START button at any time to review your current objectives. Once you've been briefed, your mission begins.

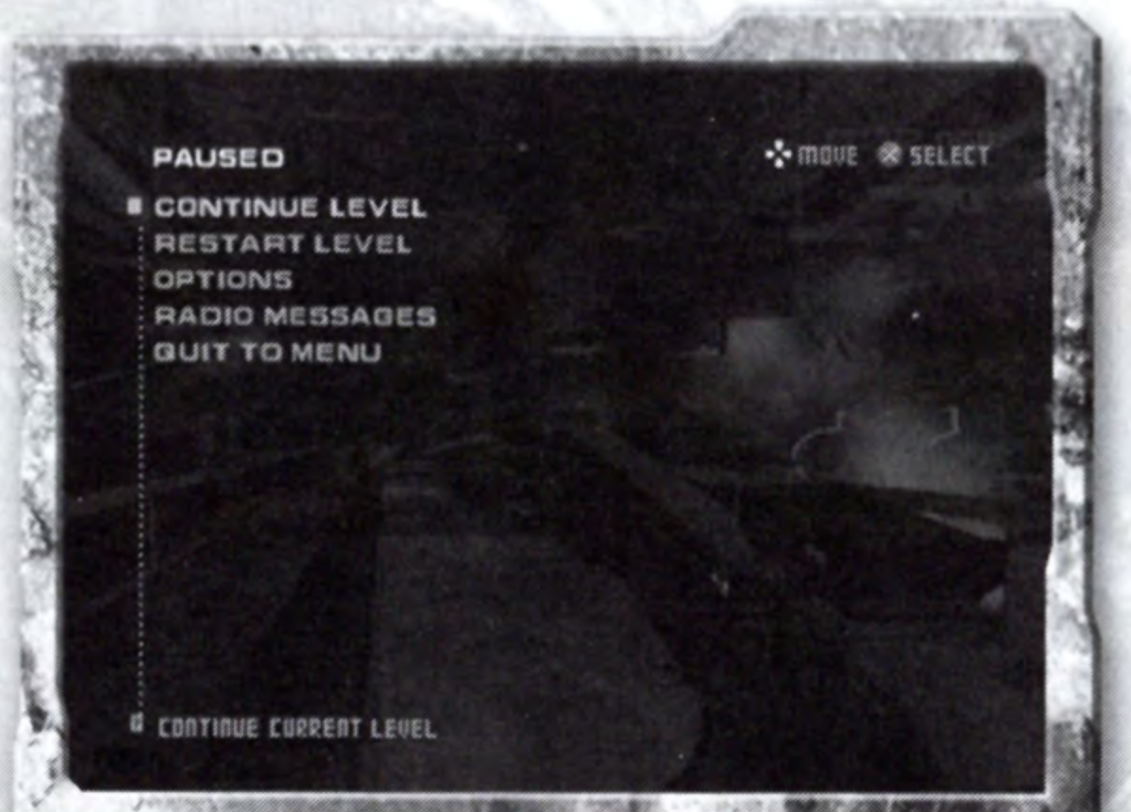
## Level Complete Stats

Once you've completed each level, you'll receive your level complete stats and a grading of how well you did.




## Pausing the Game

Press the START button at any time to pause the game and access the following options:




**Continue Level**—Return to Your Trial by Fire!

**Restart Level**—Return to the start of the level.

**Options**—Access the Options Menu.

**Radio Messages**—Review any previous transmissions.

**Quit to Menu**—Admit defeat and return to the Main Menu.

# WEAPONS

Throughout the game you will encounter many different types of weaponry, some the Tau manufacture and others of alien origin. As a Fire Warrior, you are honor-bound to carry a Tau weapon into battle at all times. Your primary weapon will always be one of the technologically sophisticated Tau energy weapons, but you have the ability to carry an additional weapon that you can swap as required using the ▣ button.

If you have no guns at all, or only one, walking over a weapon will pick it up. If you walk over a weapon that is the same as a weapon you are already holding, you pick up its ammo, which is added to that weapon's ammo reserve. To RELOAD your weapon, press the ◉ button.

If you are already carrying two weapons and then stand over a weapon type you are not currently carrying, you will be offered the chance to pick it up. Hold the ▣ button down for a moment to pick it up and swap it with your current second weapon.

Currently, security-cleared data exists only on the following weaponry:

**Pulse Rifle**

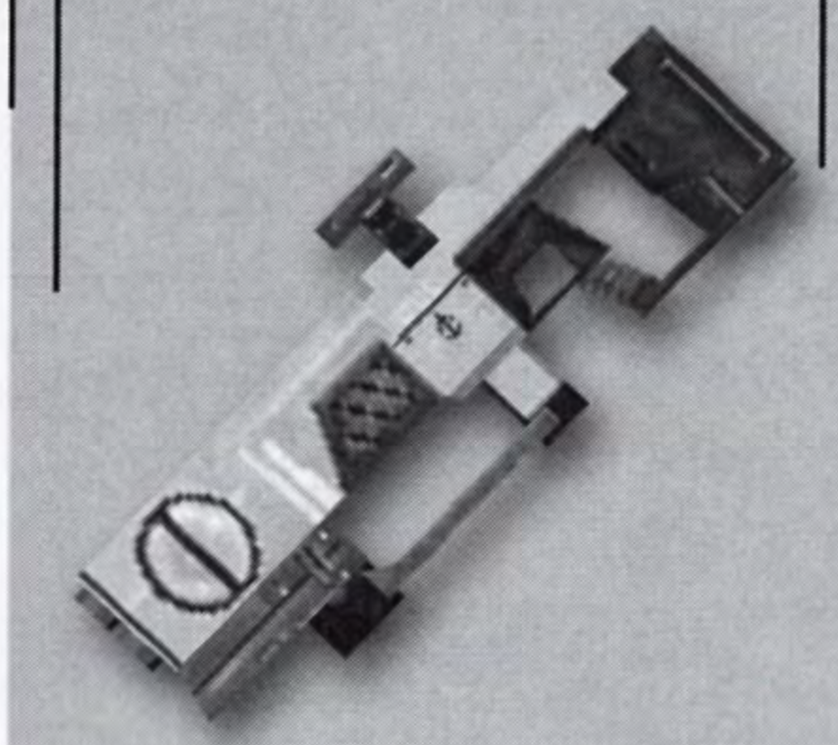
**Race:** Tau

**Profile:** The Pulse Rifle is the standard weapon for Tau Fire Warriors. The secondary fire capability gives greater accuracy to this rapid-fire weapon.

**Primary fire:** Rapid-fire

**Secondary fire:** Single-shot fire

**Range:** Medium to Long



## Pulse Carbine

**Race:** Tau

**Profile:** This portable assault weapon is mounted with an under-slung photon grenade launcher that can be very useful when engaging large groups of opponents.

**Primary fire:** Rapid-fire

**Secondary fire:** Single-shot fire

**Range:** Medium

## Laspistol

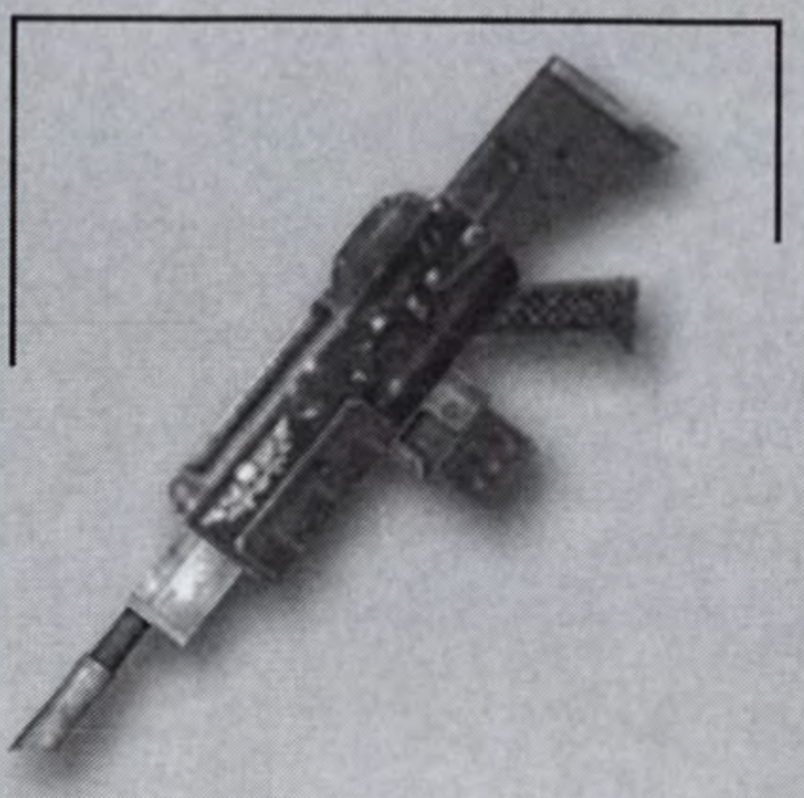
**Race:** Imperial

**Profile:** This small, single-handed weapon is accurate but lacks power. It is often encountered on opponents who utilize an additional mode of attack.

**Primary fire:** One-shot fire

**Secondary fire:** None

**Range:** Short



## Lasgun

**Race:** Imperial

**Profile:** This two-handed, rapid-fire weapon is the standard weapon of the Human Imperial Guard. In the hands of a skilled opponent it can be a dangerous gun to face.

**Primary fire:** Rapid-fire

**Secondary fire:** None

**Range:** Medium

## Autogun

**Race:** Imperial
**Profile:** This is a mechanical, rapid-fire weapon. Although archaic in design compared to Tau weaponry, it can cause significant damage to the unprepared in seconds.
**Primary fire:** Rapid-fire
**Secondary fire:** One-shot fire
**Range:** Medium

## Sniper Rifle

**Race:** Imperial
**Profile:** This high-impact sniper rifle has a zoom-capable scope, allowing the user to target enemies with deadly accuracy. Extreme caution is advised when facing adversaries carrying this rifle.
**Primary fire:** One-shot fire
**Secondary fire:** Scope mode
**Range:** Long

## Shotgun

**Race:** Imperial
**Profile:** The shotgun is a lethal weapon at close-quarters. Its dual-shot capability causes impressive damage, but the gun lacks accuracy at a distance.
**Primary fire:** One-shot fire
**Secondary fire:** Dual-shot fire
**Range:** Short

## Scope Mode

Scope mode lets you focus on accurate shooting. It acts like a sniper scope, permitting you to zoom in on targets. Only certain weapons (such as the sniper rifle) have a scope mode. The R2 button turns scope mode ON and OFF if the weapon is equipped with it. While in scope mode the △ button zooms in and the ⊗ button zooms out.

## Gun Emplacements

You may encounter and be able to man gun emplacements. These usually have mounted weapons that are too large to carry around. To man a gun emplacement, move next to the weapon and press the ⊗ button.

## Infrared Vision

The SELECT button switches infrared vision ON and OFF. This allows you to see in low light conditions. Your Infrared Vision system has a limited battery life before it switches off. However, the battery will slowly recharge between uses.

## Shield and Health

Your shield will protect you from damage for as long as it is active. If your shield is reduced to zero, your health will fall when you are attacked. Your shield will slowly recharge itself if left alone. You can recover lost health by picking up any Medikits you find.

## Items

You can pick up weapons and keys in order to help you complete your mission. Just walk over a key to pick it up or walk over a gun to either collect it or its ammo (see Weapons on page 11).

> ***Please Note:*** *If you walk over a new weapon and both your hands are full, you will have to hold down the ▣ button momentarily until the weapon is picked up.*

## Actions

If you need to perform an action, walk up to the place where you need to perform the action and press the ⊗ button.

# MULTIPLAYER

*Warhammer 40,000: Fire Warrior* offers two different ways in which you can enjoy multiplayer combat:

**Online**
**Split Screen**

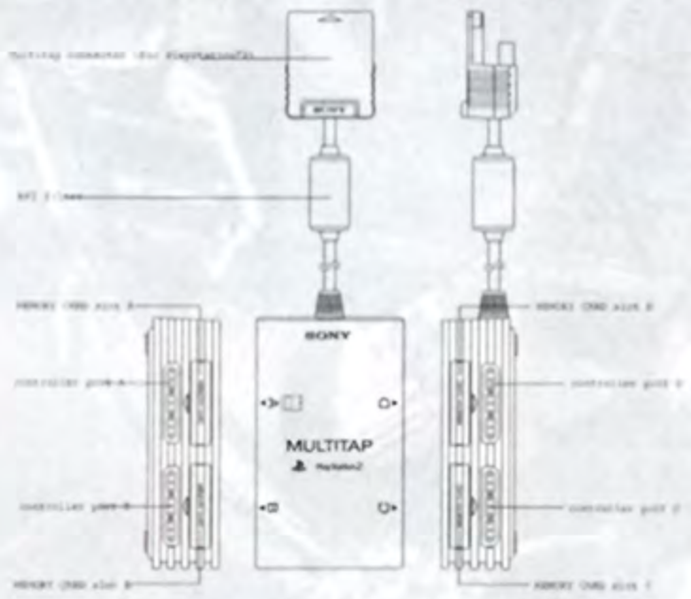
There are different hardware requirements for each of these:

## Online

A Network Adaptor and an appropriate internet connection must be installed (see network hardware recommendations). This gaming mode requires a separate console for each player.

## Split Screen

Two to four players may participate in a split screen game. Three or four players will require use of a multitap adaptor, which the game fully supports. This gaming mode requires the use of one console for all players.




**Multitap (for PlayStation®2)**

***Please Note:*** *It is not possible in* Warhammer 40,000: Fire Warrior *to combine any of these separate communication methods.*

## Setting Up for Network Play

Selecting the ***Online*** option will load the network services and then prompt you for an appropriate network configuration.

If you have yet to create a network configuration then you should choose ***Manage Network Configuration*** to load the memory card network setup program.

***Please Note:*** *The network setup program will reboot* Warhammer 40,000: Fire Warrior *when it is complete.*

You can select from a number of different network configurations by moving left and right. Select ***Accept*** to use your chosen configuration.

*Warhammer 40,000: Fire Warrior* will then attempt to start its network services and connect automatically to the internet, using your specific network configuration.

When the network services have been started, your copy of *Warhammer 40,000: Fire Warrior* will attempt to authenticate itself with DNAS.

Successful authentication will lead the player to the multiplayer options.

***Please Note:*** *In case of difficulty, refer to the network troubleshooting section.*

## Multiplayer Options

After selecting a gaming mode and initializing any required hardware, you will be presented with three options—discussed in detail later.

### Start a New Game

(See Before the Battle—Creating a Game on page 19.)

## Join an Existing Game

(See Before the Battle—Join an Existing Game on page 20.)

## Player Setup

(See Before the Battle—Player Setup/Character Settings on page 20.)

# Multiplayer Gaming Modes

There are three different gaming modes available, which should be familiar to players of other multiplayer first person shooters.

## Deathmatch

Players compete in a head to head battle for survival of the fittest. No teams, no orders, no rules—just one winner!

## Team Deathmatch

Align yourself with the Red or Blue team and attempt to eradicate your enemy!

Highest team score takes the honors!

## Capture the Flag

Teams as above but with a higher purpose. Capture the enemy's flag and return it to your base to score. Defend your own flag as the enemy attempts the same. Highest team score takes the honors!

# Before the Battle—The Ready Room

Before players can enter battle, they have to prepare themselves in the **Ready Room**.

This is where they can adjust their character details, talk to everyone else and wait for the arrival of other players.

> ***Please Note:*** *The* ***Ready Room*** *is not available in split screen gaming.*

If you have created a game (see Before the Battle—Creating a Game on page 19), then you can launch a game from here after all the other players have arrived

and signaled their readiness or the waiting time has expired and the **Force Launch** option has appeared. Launching a game takes all the participants that have signaled their readiness to the battlearena. Players joining after the game is started will be greeted with a **Launch** option instead. A player signals their readiness by the selecting the **Ready** option. This will toggle the player's readiness on and off. The player's status will be indicated in the player list shown in the **Ready Room**, along with that of the other players.

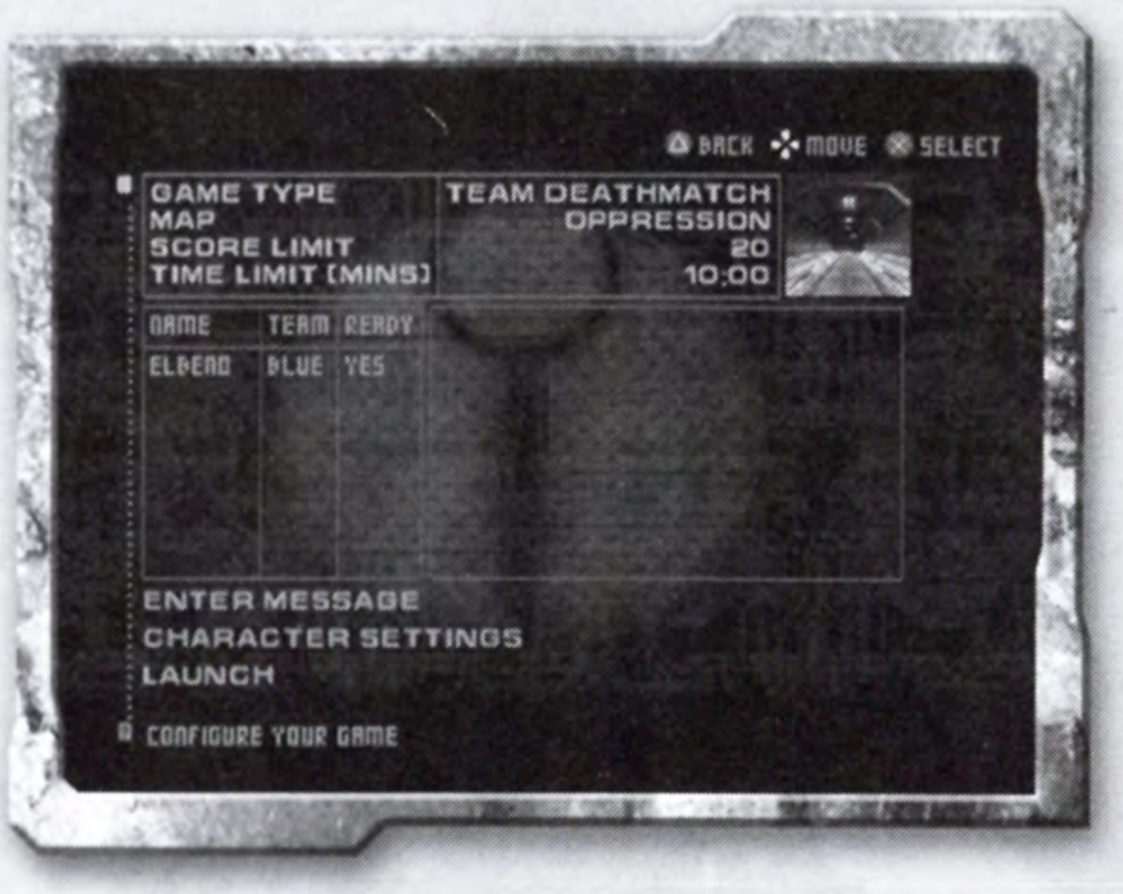
The player that created the game, hereafter referred to as the **Host** may alter the level options from here (see Before the Battle—Level Selection on page 19). Players can also change their settings (see Before the Battle—Player Setup/Character Settings on page 20) and can talk to each other via the **Enter Message** option.

Selecting the **Enter Message** options allows dialogue between players in the **Ready Room**. A keyboard display will appear and you can type messages to other players. Follow the on-screen instructions to enter your text or to select special characters.

***Please Note:*** *Leaving the* ***Ready Room*** *will change your status to Unready.*

***Please Note:*** *A game could be started even if a player is typing a message.*

***Please Note:*** *The keyboard display may be moved around by the right analog stick, if the player's view is obscured.*




## Before the Battle—Creating a Game

Selecting the option **Start A New Game** takes you to the **Ready Room** (see Before the Battle—The Ready Room on page 17), with the top option highlighted.

## Before the Battle—Level Selection

Here you select the arena to play in and the game type to play:

1. **Game Type**—Select from Deathmatch, Team Deathmatch or Capture the Flag.
2. **Level**—Select which level of that type to play.
3. **Game Name**—Name of the game.*
4. **Change Name**—Change the name of the game, to identify the game you are creating.*
5. **Score Limit**—The score at which the level will end (individual or team score).
6. **Time Limit**—The maximum duration of a game.
7. **Team**—The two teams that will take part (from a selection of different races).**

8. **Split Screen Type**—Choose from 2 player vertical, 2 player horizontal, 3 player or 4 player. Limited by the number of controllers present.***
9. **Accept/Launch**—Accept changes or launch a split screen game.

**Only applicable to Online games.*
***Only applicable to Team Deathmatch or Capture the Flag games.*
****Only applicable to Split Screen games.*

## Before the Battle—Player Setup/Character Settings

Here you can change the name of your character and select the race that you desire.

***Please Note:*** *You cannot alter the race of your character in Team Deathmatch or Capture the Flag games.*

## Before the Battle—Join an Existing Game

If you don't wish to create a game, then you must find one to join.

***Please Note:*** *This option is only applicable to Online games.*

### Online

*Warhammer 40,000: Fire Warrior* uses the GameSpy matchmaking service in order to locate games to play.

1. **Game Type Filter**—Shows only games of a specific nature.
2. **Sort Criteria**—Sorts the game list into unsorted, alphabetical or ping (in ascending ping time order).

3. **Active Game List**—Games reported by the GameSpy server.

> ***Please Note:*** *Games that are full will not be reported.*

4. **Active Game Details**—Displays more information about the selected game (game type, map, time limit, score limit and time remaining for game).
5. **IP Address Input**.
6. **Join a Game**.

This screen continually interrogates and retrieves a list of active games from the GameSpy server that can be manipulated using the Filter and Sort options. Highlight these options and move left and right to change their nature.

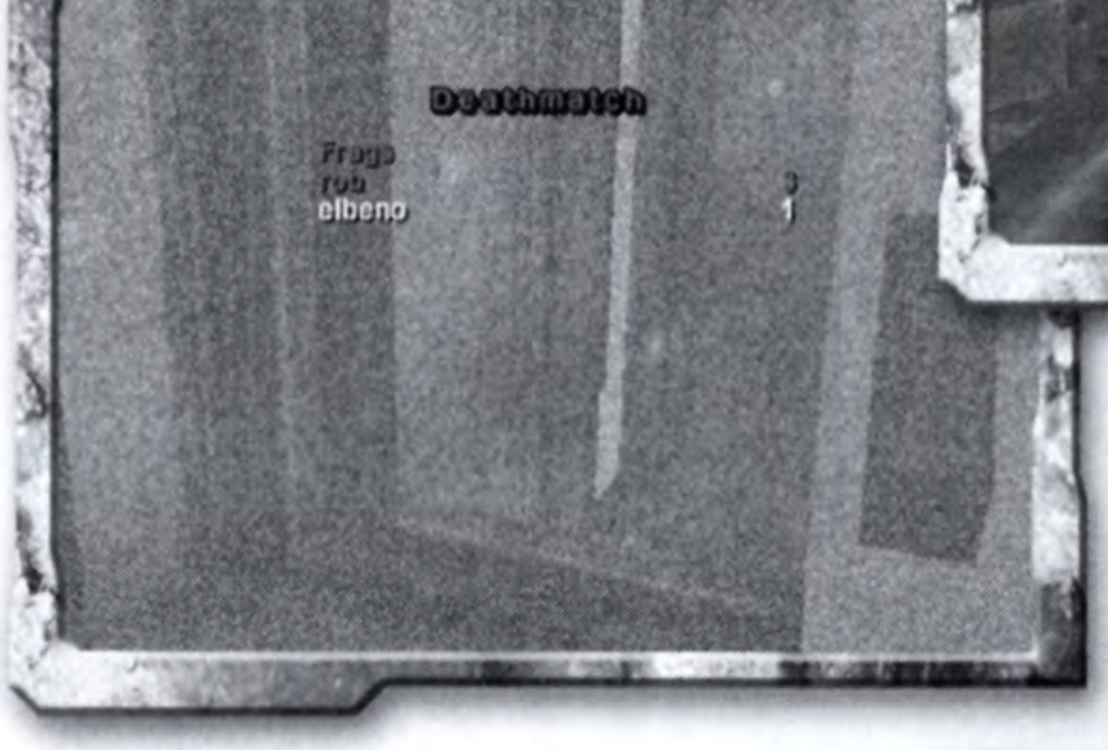
Highlighting then selecting the Game List box, will allow you to navigate amongst the games found. A game may only be joined when the active game details have been received and the **Join** option is highlighted. It will sometimes take a number of seconds to receive the game details, so please be patient. Moving off the current game selection will cancel retrieval of game details at any time. Pressing the ⊗ button while a game is highlighted with the appropriate game details will move the cursor to the **Join** option. Once **Join** is selected the player then moves to the **Ready Room**.

> ***Please Note:*** *Games that have less than one minute to run will be reported, but the player will not be allowed to join.*
>
> ***Please Note:*** *Some games will refuse entry—this could be due to the game being terminated and GameSpy not yet being alerted to the fact. Some games may be hosted behind a secure firewall that will not allow you to connect. A good rule of thumb is that if you cannot join a game within a few seconds, you are unlikely to be able to at all.*

The IP Address Input will allow you to enter the IP address of a known game. This can be useful in the event that you wish to join

a specific game with a known IP, rather than search for that game in the active games list. It will also allow games to be connected should GameSpy support ever cease.

**The Battle—Online**




**The Battle—Split Screen**

## Saving and Loading

### Saving

Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system for *Warhammer 40,000: Fire Warrior* data to be saved automatically as you progress through the game.

The following data is saved during this auto-save:

- Current options

- Level completion and extras
- Multiplayer/online options and name

Make sure there is enough free space on your memory card before playing.

**Loading**

If a memory card containing previously saved *Warhammer 40,000: Fire Warrior* data is inserted into MEMORY CARD slot 1 prior to boot-up, the saved file will be automatically loaded and may be resumed by going to the Single Player Menu, selecting a difficulty level and selecting 'Continue Game.' If a memory card containing previously saved data is not inserted prior to boot-up, you will be unable to load data.

## HINTS AND TIPS

**Stealth:** If you crouch, your footsteps are quieter, and enemies will not hear you coming. If you can sneak up on them when they are not looking, you can catch them by surprise.

Keep moving! A static Fire Warrior is a dead Fire Warrior!

Become accustomed to strafing. Strafing back and forth from behind a safe area is an excellent way to defeat some enemies.

Learn to circle strafe. That is continually moving around an enemy while concentrating fire on the target.

Pay attention to incoming HUD messages. You might receive some valuable information.

Check your objectives often. If you get stuck, chances are you've neglected to fulfill an objective.

If you're low on shield power, find a safe place to lay low. Your shield will regenerate after a short period of time.

Don't shoot more than you have to (i.e. conserve ammo) and don't waste the bigger weapons on the weaker enemies.

Learn how to lead your targets. It does no good to fire at the spot where the enemy was; train your fire at the spot where an enemy is going.

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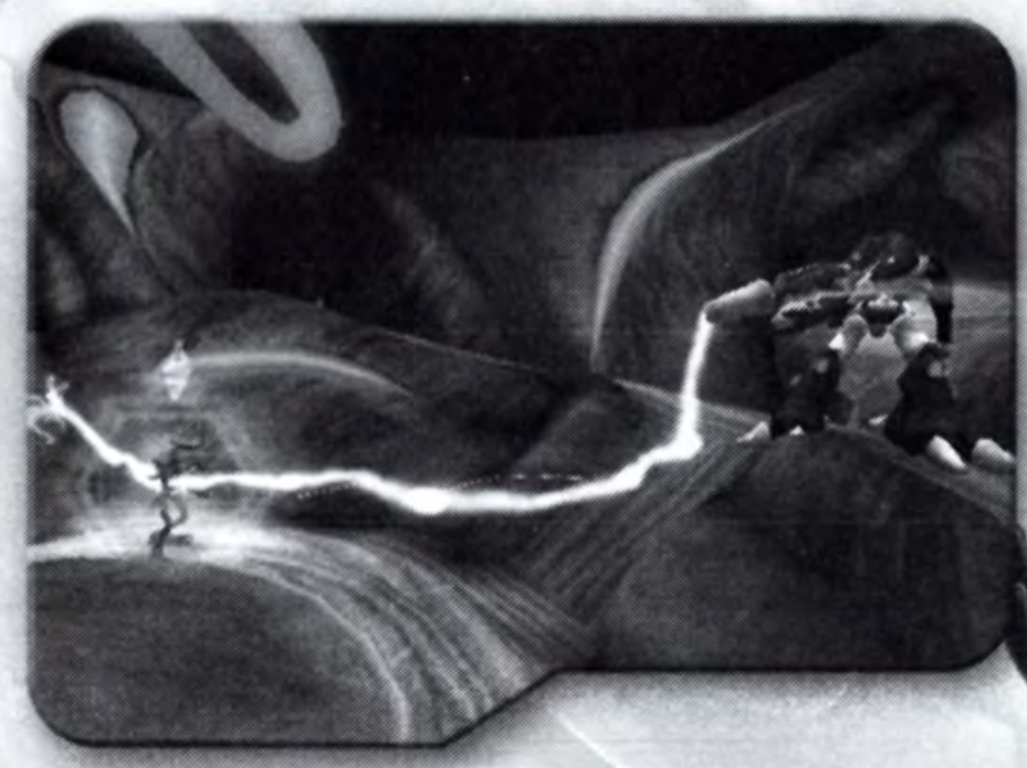

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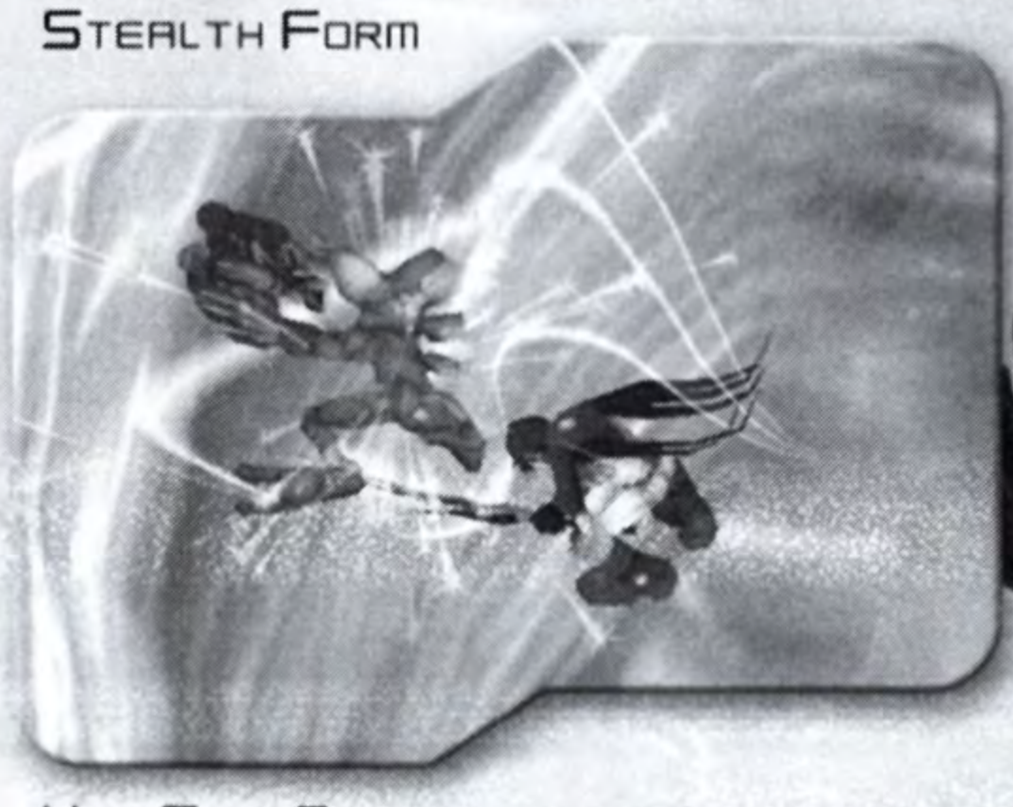

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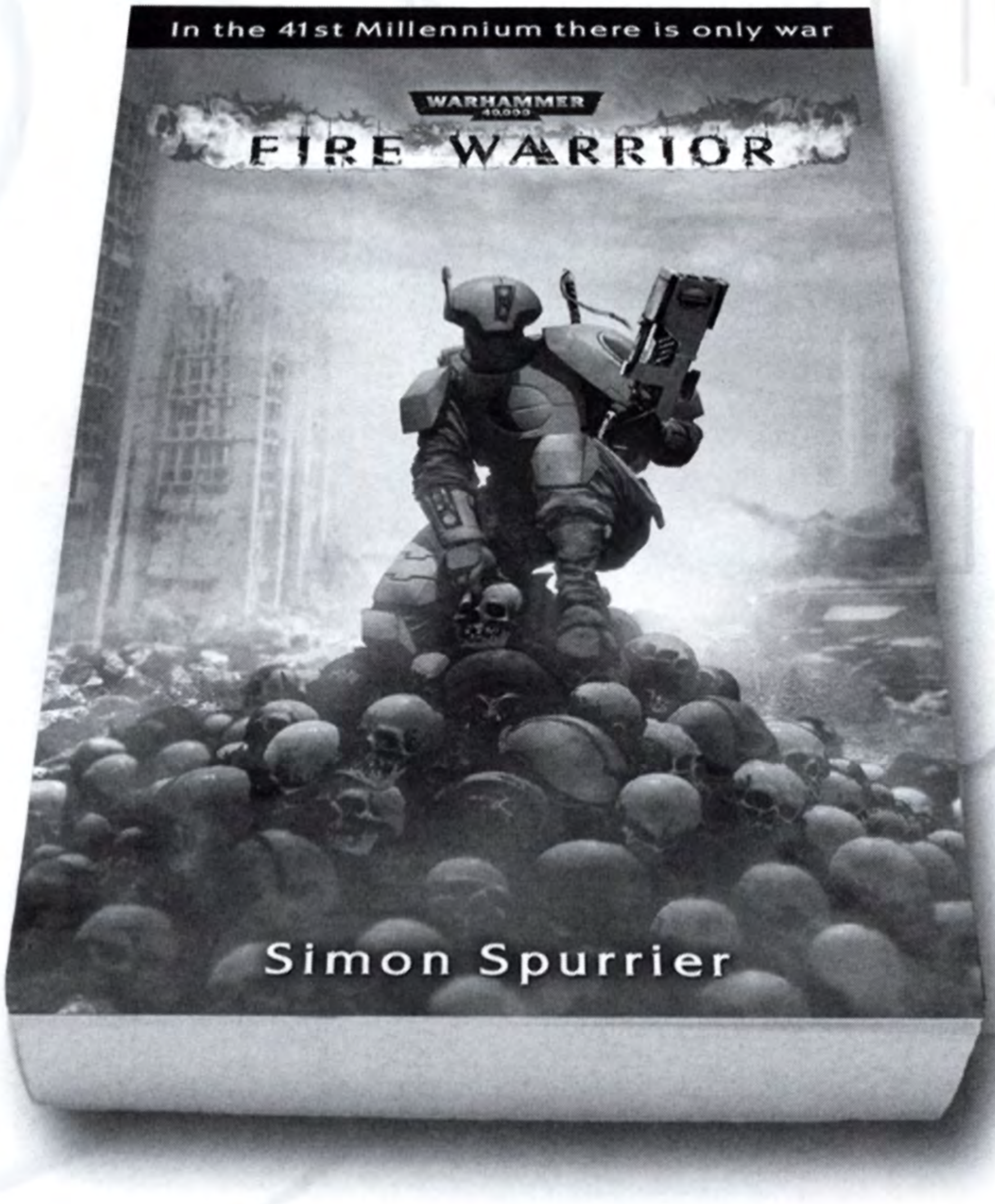


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